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Using virtual reality to complement and enhance anatomy education

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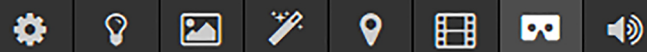
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SAVE VIEW

WORLD SCALE

Scale

0.4891

USE 1 UNIT = 1 METER

RESET SCALE

Tips for world scale

Character is 1.75m tall. A floor tile is 1m².



A smaller world makes your model look larger



A large world makes your model look smaller

FLOOR

☒ Display floor for teleportation

Floor level

-0.88m

Tips for floor level



Position the floor right below large models



Position the floor further down for smaller objects

INITIAL VIEWING POSITION

Tips for initial viewing position



Select an annotation